USING UFCODER DYNAMIC LIBRARY IN MICROSOFT VISUAL C

MS Visual C++: uFCoder DLL with statically linked FTDI

Table of Contents

Introduction

This examples explains how to use uFCoder dynamic library in the new Microsoft Visual C++ (Community 2015) project.

Files needed:

Files for Developers:

```
+---lib
|   +---include
|   |       uFCoder.h              << modified for include in MS VS C++
|   |
|   \---win-x86
|           uFCoder-x86.dll        << standard, latest, 32 bit Windows library for uFR
|           libeay32.dll           << standard 32 bit Windows library for Openssl
|           uFCoder-x86.lib        << include (not static) library for MS VS C++
|           ftd2xx.lib             << static communication library from FTDI website.
(CDM v2.12.06 WHQL Certified)
```

Files for final users—deploy:

```
|           uFCoder-x86.dll        << standard, latest, 32 bit Windows library for uFR
|           libeay32.dll           << standard 32 bit Windows library for Openssl
```

New project in MS VC++

- Create new project in MS VC++
  - Templates: Visual C++ → Win32 → Win32 Console Application (default configuration)
- Copy all files listed in the "Files for Developers" to the root of the new MS VC++ project

```
uFCoder.h
ftd2xx.lib
libeay32.dll
uFCoder-x86.dll
uFCoder-x86.lib
```

- Then, add these files into the project (Menu: Project → Add Existing Item)
- In the source, eg. ConsoleApplication1.cpp include uFCoder.h

  - `#include "uFCoder.h"`

  - ! Note: no need to define any macros like DL_USE_STATIC_LIB
- Build project...

Listing of the example:

```
#include "stdafx.h"
#include <stdio.h>

#include "uFCoder.h"

int main()
{
    c_string lib_version = GetDllVersionStr();
    printf("This example use uFCoder DLL version: %s\n", lib_version);

    UFR_STATUS status = ReaderOpenEx(0, 0, 0, 0);
    puts("ReaderOpenEx(auto try to open any of known uFR device types)");
    printf("ReaderOpenEx() result= %s\n", UFR_Status2String(status));

    // TODO: some functions to work with uFR reader

    ReaderClose();

    return 0;
}
```

This packet contains:

```
|
+---lib
|   +---include
|   |       uFCoder.h                     << modified for include in MS VS C++
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|   \---win-x86
|           uFCoder-x86.dll       << standard, latest, 32 bit Windows library for uFR
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|                       (CDM v2.12.06 WHQL Certified)
|
\---uFR_very_simple_tester        << working project in the MS VS C++ Community 2015
```

Revision history

Date	Version	Comment
2016-07-11	1.0	Base document